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PART TWO • DECEMBER 1992

ADVENTURE P4

AMIGA Guide

THE COMPLETE GUIDE TO THE AMIGA

GAMES SPECIAL

THE DEFINITIVE AMIGA GAMES GUIDE

SHOOT 'EM UPS P10

RPGs P16

ARCADE COIN-OPS P20

BUDGET P28

OVER 150 CLASSIC GAMES REVIEWED AND RATED

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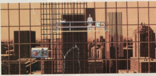
EXCLUSIVE TO CU AMIGA MAGAZINE!
PART TWO OF THE MOST COMPREHENSIVE GUIDE TO THE AMIGA EVER PUBLISHED.

GAMES GUIDE

Monkey Island 2


Future Wars

Robocod

Barbarian

The Amiga began life primarily as a games machine and that's what it's still best known as. Nowhere else can you find such a rich variety of games. Over the following pages, we're going to be taking a look at some of the best Amiga games on offer and giving our expert opinion about which titles represent the best buys...

ED FIRST

Welcome to the second Amiga Guide, free with the December issue of CU Amiga. Over the coming months, Amiga Guide will cover every aspect of the Amiga, from programming, graphics and animation to music, video and desktop publishing. Each free magazine will cover a distinct topic, building up into one of the most complete guides to the Amiga ever published.

Last month we took a look at public domain software. This month it's the turn of Amiga games and next month we'll be presenting a 32-page Beginner's Guide. And all at no extra cost!

It's hoped that you'll enjoy these guides and get a lot out of them. Initial reaction to the first guide has been incredibly favourable, but if you've any suggestions to make things even better, then please drop me a line at the editorial address.

Dan Slingsby, Editor.

GAMES PEOPLE PLAY

Quality is a nebulous concept. What's one man's meat is almost certain to be another's poison. And nowhere is this more true than in the prodigious world of Amiga games software. Take Dino Dini's *Kick Off 2*, for instance. Many people consider it to be the best football game ever to grace a home computer, whereas others find it almost unplayable and prefer the simplicity of, say, *Sensible Soccer*. Then there are other alternatives such as *Striker* and *Man Utd Europe* to consider.

What I'm trying to get at is that everyone has an opinion and it's very rare indeed to find two people whose tastes exactly coincide. And that's been the problem we've had when compiling this special games guide. It was almost impossible to agree on any form of top 100 guide, so we decided to take a more sensible route and take a look at specific game genres. We've listed what we consider to be the top games from each category as well as some of the also-rans. We're not claiming that these lists are comprehensive. They're not meant to be. But hopefully, they'll point you in the right direction if you're thinking of testing the waters in any particular category. After all, with the average game costing £26, buying a duff game can be an expensive mistake.

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Adventure games were catapulted into a completely new dimension when the first graphic adventure made its debut. Today, adventure games are one of the top selling genres with the likes of *Monkey Island*, *Another World* and the *Ultima* series swelling their ranks.

6 PLATFORM GAMES
Hopping from one platform to another might not sound like a recipe for a staggeringly successful game, but there's no doubting the inventiveness of some of the top games in this genre.

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18 GOD SIMS
If you've always wanted to become supreme ruler of all that you survey, then now's your chance. God sims let you take control of an entire city, country or even planet in pursuit of your megalomania.

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From *Rainbow Island* to *Street Fighter 2*, the Amiga has played host to some of the finest coin-op conversions of any machine. Check out which ones we consider make the grade.

22 STRATEGY GAMES
Brain replaces brawn in the cerebral world of strategy games. Whether its creating a planet, building a railway company up from scratch or stirring up trouble in far away countries, there's surely something of interest here for everyone.

22 MILITARY SIMS
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Moonstone

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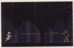
ADVENTURE GAMES

Adventure games still have a slight spectacle and anorak image, which is completely inaccurate. The last few years have seen a revolution in controls and graphics, and now some of the best Amiga games fall into this category. No longer a load of old balrogs, check out some of the largest, most taxing and humorous games around.



ANOTHER WORLD US GOLD £25.99

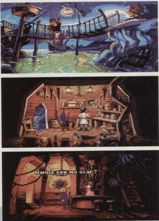
It's hard to define this game exactly, so we've classed it as an arcade adventure.

It starts with you sitting at the controls of your particle accelerator, as you do after a hard day's work. You hit the button to run the test then what happens? The building gets struck by lightening. That, coupled with the experiment, teleports you to an alien planet. Tsk, should have opted for a quiet night in front of Eldorado.

The game is completely joystick controlled, although you don't get much time to practice. You start off underwater, and when you've learnt how to swim you find yourself on a seemingly desolate planet, with only a few stinging slug creatures for company. That is until you find the large, black lion-type beast. Escaping from it is the next task on the agenda. This serves as a good introduction to the precise timing the game requires throughout.

What makes this game really special are the graphics. They look like a combination of traditional sprites and polygons, which gives the game a nice feel. Every time a major event occurs you're treated to a short animated sequence which really enhances the atmosphere.

Another World suffers from being a little easy to complete, but the overall effect of the game is so spectacular that it's worth playing over and over again.



Monkey 2 is definitely a classic of its genre. Worth £35 of anybody's money.

THE SECRET OF MONKEY ISLAND 2 US Gold £34.99

With their follow-up to the award-winning *Secret Of Monkey Island*, Lucasfilm have introduced an improved control system, more jokes and many of the cast that made the first game such a hit.

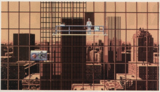
The plot is superb. No longer can the hero Guybrush amuse and win friends with tales about how he defeated pirate LeChuck, so he sets out on a new quest. The first part of the game starts with flashbacks, as Guybrush is left literally hanging around. This is a little disconcerting, as you're actually playing the game up to the point it starts, so to speak, so you have to get him into this situation.

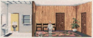
But apart from all that, what really makes this game special is the humour. Throughout you come across characters who are out to brighten your day, sometimes with swords.

The control system is fantastically easy to get to grips with. To move Guybrush you simple point and click on where you want him to go, then he'll do his best to get there. There's a list of commands at the bottom of the screen that can be highlighted then applied to an item or character. Communicating is also made easy. To respond to a character you simply select one of the phrases that crop up in the dialogue window. Usually there's one key sensible statement that will earn you the information you're after, but it's always tempting to select the corny jokes to see what will happen.

The sheer size of this game is illustrated by the 11 disks it comes on. Don't be alarmed, though, there's actually very little disk swapping involved.

One of the best and, without a doubt, the funniest Amiga adventures ever.





LOOM **US Gold £25.99**

From the creators of *Monkey Island* comes another point 'n' click adventure laced with typically American humour.

It's set in a village where music is used to cast spells and everything is generally rather nice, until someone kidnaps all the people.

The only person to escape is Bobbin Threadbare, as he was skiving off work. And so the responsibility of finding these good folk and defeating whatever took them in the first place lies squarely on his shoulders. Bobbin is only an apprentice weaver (a kind of musical, loom-working spell caster) so he's not very good with magic. So before he sets out to rescue anybody he has to acquire some spells. This stage of the game is a good introduction to the land where it's set, and it lulls you into a false sense of security as you hit the first real problem, a gigantic water spout blocking your progress across the sea.

This is a typical Lucasarts game. The graphics are great, if a little too cute at times. Naturally, there's plenty of humour, although to begin with there aren't exactly many people to converse with, so you have to rely on Bobbin's witterings to keep you amused.

This is a perfect game for adventure novices, but if you can complete either of the Monkey Island games you might find Loom a little easy going.

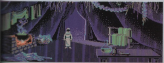
FUTURE WARS ▲

US Gold £25.99

This forerunner to *Another World* has the same out-of-place hero plot, although this time you play a 21st century window cleaner sent back to medieval times.Once there you find out that the daughter of a local duke has been kidnapped and that there's a substantial reward for anyone who can rescue her. Being a noble type you take on this challenge. Succeed in that and you uncover a bunch of humans who explain that the Earth of the future has been take over by aliens and could you see your way to doing something about it? So from Middle Ages Britain, you're transported to a desolate wasteland where what's left of the world's future lies in your janitorial hands.

The game uses the now familiar point and click system, although it wasn't so common when it was first released. One small criticism is that many key objects in the game are so tiny it's very easy to overlook them, so keep your eyes peeled when you play this.

Future Wars is one of the classic adventures from the Amiga's huge back catalogue. It features liberal amounts of humour mixed with the occasional brain-numbing problem to create a game which is taxing without ever being frustrating.



The Adventurers

THE HITCH-HIKERS GUIDE TO THE GALAXY

Mastertronic £9.99

This is one of the almost extinct breed of text adventures. Which isn't a bad thing when you look at the graphic-driven titles such as *Monkey Island* which helped nail the coffin shut.

As you may have gathered from the title, the game is based around the Douglas Adams book of the same name. You play Arthur Dent, ape descendent and one of the only two remaining members of the human race, which came to an abrupt end when the Earth was destroyed to make way for a hyperspace by-pass. Fans of the book will be pleased to know that one of the very first problems is to get the ship's vending machine to make a cup of tea.

Don't be put off by the lack of graphics, what lies beneath the reams of text is a hugely funny and very, very taxing adventure.

RISE OF THE DRAGON

Sierra £39.99

The impression you get when you play this game is that the author was definitely a fan of Blade Runner.

It's set it the California of the future and all is not well. A group of terrorists are threatening to destroy the entire state if their demands are not met. Enter you, saviour of the surf-culture and all other west-coast inhabitants.

This game has loads of neat features. There are video phones where you can see the people you're communicating with, arcade sequences which spice the game up even more and plenty of animated scenes to update you on happenings elsewhere in the game. A great adventure for SF buffs.

ULTIMA VI

Mindscape £30.99

The latest instalment in Lord British's *Ultima* series once again finds the realm of Britannia under threat from dark forces. Like most *Ultima* games you're thrown in at the deep end, with very little idea what's going on, where you are or what the hell you're supposed to be doing.

There are many features common to the earlier *Ultima* games, although they are now much more refined, especially the magic system which is one of the most comprehensive you'll find in any game. It's also rather big, with a cast of hundreds dotted around several thousand locations. If you're after a lasting challenge, look no further.

THE SECRET OF MONKEY ISLAND

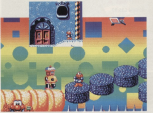
US Gold £34.99

If you've got the second game and not this one, you're missing out on a great game.

While not quite as good as its descendent, the original *Monkey Island* is still good enough to knock most adventures for six. Here we find Guybrush on a quest to become a pirate, although he starts about it in entirely the wrong way.

PLATFORM GAMES

A platform game is quite simply a game with platforms in it. No less, and very occasionally nothing more. The breed grew from small roots, namely a timeless ZX Spectrum classic called Manic Miner, and since then has blossomed and borne more fruit than any other genre. Here's the lowdown on the best around.



ROBOCOD Millennium £25.99 ▲

First, there was James Pond – Underwater Agent. Now, there's Robocod. Part fish, part machine, Robo is here to save the world from certain destruction from a global threat that goes by the name of Dr. Maybe. This foul fiend has kidnapped Father Christmas, and is planning to take over the world by disguising bombs as toy penguins. You have to enter Santa's tower, diffuse all the bombs and destroy Dr. Maybe himself.

Robo can run and jump with very little effort. However, there are two key aspects that separate this fish from the buoys in blue (groan). Firstly, he can use the weight of his armoured suit as a weapon, leaping upon the enemy to squash them into submission, and secondly he can stretch his upper body away from his lower parts, to reach higher platforms, from which he can hang and then monkey climb himself out of danger.

The game itself is very similar in feel to the Nintendo classic *Super Mario Brothers*, and that is its strongest point. The graphics are cute and entertaining, and the sound is just on the right side of irritating, but it's nice to see that the emphasis has been put on gameplay. *Robocod* is instantly enjoyable, with just the right level of difficulty. Seriously addictive stuff.

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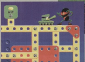

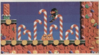

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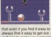
ZOOL Gremlin £25.99

With all the hype surrounding SEGA's *Sonic the Hedgehog*, surely it was only a matter of time before someone came up with some serious opposition. 'Bad News For Hedgehogs' claimed the headlines on the advertisements, T-Shirts, Mugs, tea cosies etc. Gremlin spent a long time writing this game and although it's not perfect, it's a good example of the genre.

Zool is an intergalactic space ninja, who has got lost after a particularly busy day dimension jumping. All you have to do is get him home. Naturally, you have to fight your way through some tortuous levels, do battle with all sorts of indescribable nasties and collect stacks of bonus points along the way, but it's all in the name of fun, isn't it?!

From the moment you open the box, you can tell that *Zool* is something special. For a change, it's a game developed specifically for the Amiga, so you're looking at the best the machine can do.



This highly playable little game, once you get used to the controls that is. Like most console games, there are quite a few moves the main character can pull off, and console owners are lucky enough to be endowed with multiple fire buttons. As Zool can run, punch, kick, slide, spin and fire a gun, there are quite a few joystick tricks to learn, making the game just that little bit tricky to begin with, but once you've played it for twenty minutes, it becomes second nature and the game really comes into its own. Maze-like levels ensure that even if you find it easy to move about, you won't always find it easy to get out. A well-thought out game, and one to make your console-owning friends jealous.

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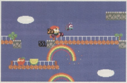


RAINBOW ISLANDS

Hit Squad £7.99

Rainbow Islands in its original form was the second in a triad of Taito coin-ops, starting with the classic *Bubble Bobble* where you and a friend in the guise of small dragons had to catch the enemy in spit bubbles, and then burst them to wipe them out of existence. *Rainbow Islands* keeps a similar theme, only this time you (and the optional friend) are small children, and the bubbles have been replaced with rainbows.

The story takes you over seven different worlds, each broken into four vertically-scrolling levels. The aim of each is the same: start at the bottom and get to the top before the island floods (i.e. before you run out of time!). Fail to get to your destination, and it's curtains. Need we say more?

Each of the levels follows a different theme, and each involves different strategies. For example, War World has a lot of armed mobile units, so as well as the enemy themselves, you've got lots of enemy fire to avoid. On the other hand, Horror World has fast moving ghosts that home in on you, so the enemy are harder to avoid than usual.

As I've already said, your main weapon is your rainbow, and what a versatile little tool it is to. Basically, it has three main uses. Firstly, if you aim it right, you can hit a nasty as you fire it. Secondly, you can trap bad guys under it, and then jump through it to burst it, as with the bubbles of its predecessor. Thirdly, it can be used as a stepping stone to climb the levels. But that isn't all.

By collecting the tokens that litter the play area, you can expand your rainbow to three times its normal length, as well as speed up the drawing time. The end result is the kind of destructive power usually reserved for a good Chuck Norris flick.

Rainbow Islands is generally regarded as one of the best arcade conversions of all time. In effect, it's so close to the original that it plays exactly the same way: if you can finish the arcade machine on 20p, you'll have no problem with this. Responsive controls, arcade perfect graphics. One of the best platform games ever, no question

PUTTY

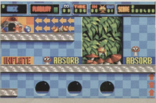
System 3 £25.99

System 3's reputation was built with more strategic titles than this, such as *The Last Ninja*, but it's nice to see the comapny trying their hand at different genres. *Putty* is about a small blob of putty who has been banished from Putty Moon by an evil tyrant wizard and focuses on his ensuing attempts to get home. A very silly plot, you must agree, but then again, *Putty* isn't the most serious of games.

The most striking aspects of the game are the amounts of warped imagination that has gone into designing it, plus the stacks of graphic and sonic thrills thrown in. All the way through the game, there isn't a square inch of screen that doesn't have something manic in it, from the Terminator carrots who cry 'Uzi nine centimetre' before opening fire, to the Uncle Ted bonus – a pub pianist who comes on screen when you collect a specific token, and plays for thirty seconds, stopping all bad guys in their tracks as they can't help but boogie.

Putty, like the toy of the same name, can do a hell of a lot. He can walk around, leap all over the place, lie flat, stretch between platforms, eat bad guys, even explode himself to kill everything on screen at once. It might seem like a lot, but because of the way the game is laid out, you're going to need it all.

Putty shows just how good an original game can be. If you want a red hot platform game that's going to raise a few laughs, then this is the one to get.



On A Different Level

RODLAND
Sales Curve £25.99

A very addictive version of the popular coin-op, *Rodland* is based in a land where fairies are real. Sickeningly cute graphics, cuddly enemies and harmless looking weapons disguise a game that involves hitting seals, grabbing them by their heads, and then smashing them repeatedly on the ground. Great fun.

CHUCK ROCK
Core £25.99

Core's first platform game for themselves, and they continue to prove that they have very little difficulty in matching the best of the rest. An amusing romp about a caveman with a beer gut, who smashes his way across some dangerous prehistoric backdrops. Good graphics, wicked gameplay.

RICK DANGEROUS 2
Microprose £25.99

Sequel to the highly acclaimed *RD1*, this time Rick's in slightly more futuristic surroundings. Designed and coded by Core, then just a development house, the puzzle elements of each level are what make it such fun to play. A little blasting accompanies a lot of brainwork. Genius.

HARLEQUIN
Gremlin £25.99

Surreal in the extreme, *Harlequin* has you as one of those clowns in funny checked clothes, bouncing through his homeland of Chimerica, which incidentally has a broken heart which he must mend. Incredibly playable, with some breathtaking graphics, *Harlequin* is definitely one of the strangest games ever.

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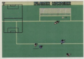
FOOTBALL GAMES

Ever since Match Day, practically every software house there is has released a soccer title in one form or another. The reason? Who knows, other than they know that if it has 22 people knocking a ball around, it'll sell in droves. Here's what we rate as the top four kick-abouts.



KICK OFF 2 Anco £25.99

When *Kick Off* was released, the game was criticised for having sprites that were too small and an unplayable control system. Now, of course, we all know better.

Viewed from above, the game plays over an extremely fast scrolling pitch. By using an overhead system, rather than a side-on perspective, it makes it far easier to pinpoint where a ball is going to land.

Controls are simple enough, on paper. Holding and releasing the fire button at different points prompts different responses, in conjunction with changes of direction with the joystick. Holding down the fire button with the ball at your feet prepares a pass, pushing the joystick in a direction and then letting go of the button automatically passes to the nearest player in that general direction. Yes, the beauty of *Kick Off 2* is the control system. It takes quite a bit of mastering, but once you've got the knack, no one can beat you.

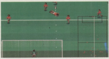
STRIKER Rage Software £25.99

The first thing you'll notice about *Striker* is the viewpoint. Rather than viewing the game directly from above, imagine watching the game from a roving camera, always at a fixed distance above the pitch, and always looking upfield.

The controls are easily the simplest of the lot – a step back to the early days, when all you had to do to shoot was get the bloke with the ball facing in the right direction, and press the fire button.

Forget any gung-ho, run-up-the-side-and-then-chip-it-in tactics. To win at *Striker* you're going to have to learn how to use 11 men usefully, instead of just one. The emphasis really is on teamwork. For example, if you have the ball, and one of your players is ahead of you, he will get into a sensible position to catch your pass, control will switch to the new player, and the new computer controlled player will run upfield to receive a return pass.

Visually, this is definitely the best of the bunch. The scrolling is stupendously fast, even with all detail such as stripes on the grass and the centre circle 'switched on'. Remove all the graphical thrills that might, with lesser quality code, have slowed things down, and only a golfing camera operator would be able to keep up. An excellent debut game from Rage Software.



SENSIBLE SOCCER Renegade £25.99

Sensible Soccer is based on *Kick Off*. Sensisoft make no bones about it whatsoever. Basically, they were all fans of Anco's effort, but reckoned they could do better. For the most part, the game is the same, but with a few added touches. To recap, it has the same overhead viewpoint, only this time the graphics are even smaller, leaving you with a larger view of the pitch so there's no call for a scanner. Even though the graphics are tiny, they have a lot more character than *Kick Off*. Also, whereas *KO* was restricted to straight shots and sliding tackles, *Sensisoccer* includes moves like bicycle kicks, diving headers and fully controllable set pieces.

On top of that there are full management and tactic design segments, where you can set up your entire team to play the way you want them to, from basic running around to corners and free kicks. This adds a lot to the game, and removes the feeling of being cheated by dumb computer players that most football games seem to offer.

I'm Managing Fine, Thanks

There is another side to football games, that of the famed and much maligned management simulation. Ever since Kevin Toms wrote that wonderful (!) title *Football Manager* on a scrap of paper, softcos have been falling over themselves in an effort to create the ultimate sim.

TRACKSUIT MANAGER
Goliath Games £DELETED

TSM had everything a budding manager could want, with one major omission – accounts. Doug Mathews, designer, once said 'A manager should be telling the team what to do, not balance the books.' Text only, the match itself is described in a running commentary something along the lines of 'Jones passes up, but Williams receives. William runs upfield, shoots...GOAL!'. Gripping stuff.

GRAHAM TAYLOR'S SOCCER CHALLENGE
Krisalis £25.99

As with any management sim, all the standard options are included (train, buy, sell etc.), along with some rather nifty presentation. The game is run from a diary, which outlines all the fixtures for the coming year, along with training days and holidays.

After each match, you can give pep talks to your team, along with the opportunity to pass comment on the match at press conferences.

MAN UNITED EUROPE Krisalis £25.99

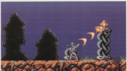
Manchester United Europe was released to a 90% CU rating and wide critical acclaim. The Manchester team can take on the top European sides in four different competitions, including the European Cup and the Cup Winner's Cup.

Unlike the three other titles in this section, *Manchester United Europe* provides you with a Grandstand seat to view the action, giving you a more traditional side-on view of the game. At first glance, you would think that this would make things a little difficult at times when, say, you needed to gauge where a ball was going to land. Not so, thanks to a handy shadow that appears when the ball is in full flight.

The controls are easy to get to grips with. If your player is off the ball and you press the button, he does a sliding tackle. If he's on the ball, he'll kick it. The longer you have the button pressed down, the further it'll go. Also, moving the joystick after the ball has left the player's boot allows you to add all sorts of aftertouch effects, such as banana shots and lobs.

SHOOT 'EM UPS

Little stirs the pulse of a games player quite like a good shoot 'em up. Be it flying through space (and it usually is!) blasting down alien spacecraft left and right, or running through a forest armed only with a far more powerful weapon than any of the opposition, quick reflexes are the order of the day. Skip a beat, and you're dead..



TURRICAN 2 Hit Squad £7.99 ▲

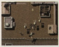
This has to be one of the highest rated shoot 'em ups ever to be featured in CU Amiga, receiving a whopping 94% back in February of 1991. It still stands up as one of the most playable games ever to appear on the Amiga. Why? Because it's very, very easy to play and there is more destruction in this game than you could ever need.

Following on a couple of years after the original *Turrican*, our hero's homeland is under attack again, this time by a giant battle computer that has gone a little haywire and wants to take over the universe planet by planet. To aid it in its task, it has created an army of battle robots, which are moving through your galaxy, wiping out and taking control as they go. Only you can stop them, of course.

At first glance, the star of the show isn't all that impressive. A little guy with a little gun against an army of robots isn't exactly the fairest battle ever, so you've been graced with a few extra tricks. Pressing the space bar causes a smart bomb to wipe out all enemies on screen, pressing fire and holding the joystick down lays a mine, and just holding down the fire button ignites the flame thrower – one of the most enjoyable weapons ever seen in a game. A stream is fired out in front of you, easily covering half the width of the screen. By moving the joystick left and right, you can sweep the flame through 180 degrees from directly up to directly down, and nothing can withstand it. Sadly, you can't move while you're firing it, but you can't have everything.

As with the first game the scrolling is fast and smooth, the graphics are of a very impressive standard, and excellent use of sound effects adds real atmosphere. Intuitive controls and well thought out level design make this game as close to perfect as you can get. If you've got a vicious streak, you could do a lot worse.

Armed with a ridiculously powerful gun, it's up to you to smash the advancing alien hordes into space dust.



▲ SWIV Sales Curve £25.99

Silkworm was a brilliant and playable conversion of an average arcade machine. On Amiga, there was something immensely satisfying about the endless destruction the game provided you with, particularly if you were the helicopter pilot. In *SWIV*, Storm took the whole idea, switched it on its head and created something spectacular.

SWIV is a two-player-against-the-rest-of-the-world blaster, with the human players taking control of a helicopter and a jeep. Obviously, both craft have different advantages and disadvantages.

Right from the word go, all you have to do is blast – no more no less. From the moment you start travelling up the screen, the bad guys start descending and you're lucky if you get a moment with your finger off the fire button.

There are quite a few ways in which *SWIV* stands apart from other games like this. Firstly, the speed. With a lot of clever coding, the game runs at a constant speed. Fast. Even with hundreds of bullets and enemies on screen, the game doesn't drop pace for a moment, which is good news for addicts.

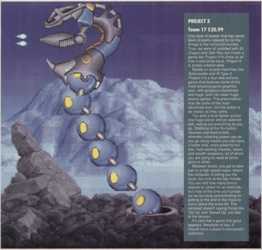
Secondly, there's the length of the levels. By using their previously developed Dynamic Loading System, which loads in new areas and bad guys while the game is playing, there's no waiting between levels. Finally, there's the difficulty level. By working out how well you're playing, the computer will adjust the flow of enemies on screen to provide you with a constant challenge, one that's not too hard or too easy.

◀ XENON 2 Renegade £DELETED

Xenon was acclaimed as the 'first arcade quality arcade game on the Amiga'. When the young Bitmap Brothers announced plans for a mega-sequel, the whole world sat up and got ready. When *Xenon 2* finally appeared, the world went Bitmap crazy, which isn't really surprising.

With staggering presentation, *Xenon 2* featured more of everything than anything else. Faster, smoother, more varied weapons and aliens, more levels of parallax and the best soundtrack ever. In fact, the pumping tune that can be heard all the way through the game is a Tim Simenon mix of Bomb The Bass' Megablast.

The game itself doesn't have much of a plot. The story goes something like this: You are a space captain who just so happens to be piloting a very heavily armed ship through some region of space or other, when up pops a lot of hostile little ships that fancy a pop at you. So, you arm your laser cannons and let rip.



PROJECT X

Team 17 £25.99

One style of blaster that has never been properly catered for on the Amiga is the horizontal scroller. True, we were all satisfied with *St. Dragon* and *Star Ray*, but it took a game like *Project X* to show us all how it should be done. *Project X* is simply unbelievable.

Based on arcade machines like *Salamander* and *R-Type 2*, *Project X* is a four disk extravaganza that features some of the most amazing game graphics ever, with gorgeous backdrops and huge, and I do mean huge, enemy sprites. The presentation may be some of the most advanced ever, but the action is as classic as they come.

You pilot a lone fighter across one huge planet and an asteroid belt, wiping out everything as you go. Stabbing at the fire button releases standard bullets, whereby collecting power ups as you go along means you can have a faster ship, more powerful bullets, heat seeking missiles, lasers and stealth weaponry, all of which you are going to need at some point or other.

Between levels, you get to take part in a high speed maze, where the computer is telling you the route, but only at the last minute. You are told how many bonus objects to collect for an extra life, but most of the time you'll probably be too busy concentrating on getting to the end of the maze to worry about the extra life. The sampled speech saying things like 'Go Up' and 'Speed Up' just add to the tension.

It's rare that a game this good appears. Needless to say, it should have a place in everyone's collection.

The best of its type, *Project X* features some huge sprites and is a fast and frantic blast.

Having a Blast

SWITCHBLADE 2 GBH £9.99

Fast, multi-scrolling blaster along the lines of *Turrican*. Faster than the original *Switchblade*, this sequel comes from the fingers of George Allen and Paul Gregory, responsible for games such as *Venus The Flytrap* and *Zool*. Considerably more active than the original, *S2* contains non-stop blasting with some of the meanest weapons ever seen, from high powered lasers to a flame thrower, against backdrops made up of over 100 screens per level. It can get a little repetitive, but you still get a lot of game for your money.

SIMULCRA Microstyle £25.99

A slightly different kettle of fish, this one. Microprose isn't exactly known for its shoot 'em ups, and this is one with a real twist – it's in 3D. A polygon based simulation, it's almost a flight sim, but is brought back from the brink by being completely action based with no complex controls. The aim? Fly over some weird landscapes and blow the hell out of everything you see. A novel approach, and a game well worth investing in.

SILKWORM Kixx £7.99

The original tank and chopper blaster, *Silkworm* was an average arcade machine. Fun for a while, but just not inspiring enough to make you want to keep shovelling 10p pieces into it. The Amiga conversion, by contrast, is highly addictive, showing that perhaps the game is better suited to the home player. Arcade quality graphics and sound, coupled with the Dynamic Loading System, make this game an unstoppable blast. On budget now, this can't be missed.

LETHAL WEAPON

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A multi-level shoot 'em up based on aspects of all three LETHAL WEAPON movies. You can choose to be either one of the two high fire-power cops... each having his individual strengths - and weaknesses! There are many missions to complete including the rescue of a kidnapped girl, the persuit and arrest of drugs runners, finding and arresting a police murderer, plus many more. You choose the level to suit your objectives within the game-play.

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BEAT 'EM UPS

With the advent of Street Fighter 2, it looks like beat 'em ups are coming back into fashion. The idea is simple: beat the living daylights out of your opponent with an assortment of deadly moves. If you fancy some serious contact, then why not try one of these on for size.

GOLDEN AXE **Mastertronic £9.99**

In the arcades, you couldn't get near it. Gamesplayers from around the world flocked to the Dungeons & Dragons style hack 'em up. Who knows how many Megadrives were sold because of it. And then *Golden Axe* came to the Amiga, and was just as good as the coin-op.

Golden Axe follows along exactly the same lines as most arcade combat games of the time (*Renegade*, *Double Dragon*) in that you begin at the left edge of a set of levels, in this case five in total, and have to travel to the right edge of the strip mercilessly killing everything that comes near. Don't worry, that's what everything else will try to do to you, so don't get tied up in moral issues. This is about life and death.

Two people can play, selecting characters from a shortlist of three. Each has different abilities and weaknesses, so the character you choose is vital to your success. For instance, if you're the sort of person who likes to wade in and doesn't give two hoots about the consequences, then you're better off selecting the barbarian over the elf. If however, you want more magical abilities, so you can be a little more strategic, then the elf wins every time.

The controls are extremely simple to get to grips with. Moving the joystick without the fire button pressed just moves your character around the screen, and pressing the fire button with the joystick held in a direction selects a move from a list that includes throws, kicks and the use of any weapon you happen to be carrying.

MOONSTONE **Mindscape £30.99**

One of the most irritating things about beat 'em ups is the fact that once you have dispatched a bad guy, he disappears, or flies off the screen or whatever. You never have the chance to spit on the still-twitching corpse, or dance on their graves. Mindscape obviously realised this when they released *Moonstone*, a gore feast for sick and twisted individuals.

The game follows the exploits of four knights out to rid a country of evil. Played from a map, you are informed of where local monsters and treasures are, and must select where you wish to journey next in your quest for a quest. Before long, you'll find yourself thrown into the thick of battle, and this is where the fun begins.

Armed with a sword and some throwing knives, you have to slash and tear your way through everything that comes on screen, be it tiny fluffy creatures who will rip your legs off given half a chance, to enormous trolls who can lift a man with one hand, and eat them whole without need for a glass of water.

The controls are simple enough, and you are limited to only a few moves. But that isn't a problem, because the graphics easily make up for it. Every swing of the sword draws blood, and every enemy that hits the deck stays there. Find a screen with a lot of creatures on it, and before long you'll find yourself knee deep in gore. What a great game.

INTERNATIONAL KARATE+

Hit Squad £7.99

Archer Maclean shows us all how this sort of thing should be done. *IK+* is the most outstanding title from a time when karate games were all anyone could think of doing. *Way Of The Exploding Fist*, *Karateka*, all you could see were combat games. And then came *International Karate +*, the new standard.

For the first time you could experience three way combat in the form of organised karate competitions. Up to three people can play, but if any less want to, then the computer takes up any spare roles.The aim is to be the first person to score six points within a time limit. You get two points for a direct hit and one for an indirect one, so skill is all important. Once a player has reached the big six, the match ends and the scores are evaluated. Only the top two go through to the next round, so whoever hasn't scored, doesn't get to go through.

What makes this game so outstanding is its speed and playability. The joystick controls were easy to pick up on, so even if you couldn't quite handle all the moves, you still had a good chance of landing a punch on somebody. The speed meant the action was always frantic, and playing with friends makes it one of the most enjoyable games ever. There's something crazed about sitting next to someone and willing them to have a minor stroke so that you can slip in a couple of kicks to the head.

BARBARIAN **Kixx £7.99**

The original two-player combat game, *Barbarian* sparked a lot of interest initially due to Maria Whittaker taking a starring role in the game's advertising. Luckily, the game was better than the hype suggested.

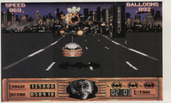
Barbarian is essentially two games in one. The first is a standard combat game, where two players can fight each other, or one against the computer. Two men stand before each other, both armed with broadswords. Each also has six life points, and the aim is to remove your opponent's before he removes yours.

There are two ways to do this. The first is to simply keep hacking away with the game's sixteen moves, knocking points off slowly but surely until the other fighter falls to the ground, dead. The second method, which takes considerably more skill and a hell of a lot of luck, is to decapitate him. If done from the right distance, your fighter spins, drawing a smooth arc with the sword which ends up slipping cleanly through your opponent's neck. Nice.

It's great to play a game like this and see how it hasn't dated. Still as enjoyable as the day it was released, *Barbarian* will always be a classic.

THE NAME GAME

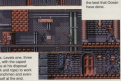
If there's one thing that can make or break a game, it's a big license. I don't mean signing up an arcade game, I'm talking about big film and character licenses. If handled right, these can be massive money spinners. Here's a selection of the best.



BATMAN THE MOVIE Hit Squad £7.99 ▲

Can there be any film that was as widely hyped as Tim Burton's Dark Knight extravaganza? Everywhere you looked, Batman logos encompassed the world. Wimbledon officials banned Batman T- shirts, the comic started to sell again and Michael Keaton became one of the world's most sought after stars. When Ocean signed the rights to the game, the computer world held its breath.

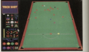
Where film licenses have generally been disappointing, *Batman* was wonderful. It captured the essence of the film perfectly, and the atmosphere and energy created by, say, one of the excellent driving sections was exactly what a game like this needed. Just in case you don't remember, the game follows the plot of the Joker's emergence into Gotham city and his attempts to take over the world with Smilex, an acidic chemical that causes death by smiling.



Split over five levels, the game followed two main styles. Levels one, three and five were platform capers, with the caped crusader using all the weapons at his disposal (gun, batarang, grappling hook and rope) to work his way through the Joker's henchmen and eventually take on the big guy himself at the end.

The remaining levels were very fast driving sections, with the action viewed from slightly behind and above the Batmobile, as in *Lotus* and numerous other driving games. First you had to drive through the city avoiding the cops, then you had to fly the Batplane and cut the Joker's balloons loose.

The game looked the part, with an excellent Batman sprite, and the sound effects, though limited, did the job well. A novel way to present the license, and easily the best that Ocean have done.



Even more like the real thing than the real thing itself! That's our verdict on *Jimmy White's Whirlwind Snooker*.

▲

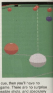
JIMMY WHITE'S WHIRLWIND SNOOKER

Virgin £29.99

This game started life as *Archer Maclean's 3D Snooker*. That was a couple of years ago. Then Jeremy Beadle stepped forward and said 'Hey, why don't you get someone to endorse that?'. The bods at Virgin listened to TV's Mr. Personality and signed up Jimmy White. The rest, as they say, is history.

TAKE SHOT
PLACE ANY BALL
CLR

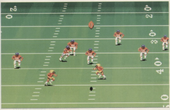
When it appeared, it was unlike anything seen before. True, Virgin had already released a game called *3D Pool*, but it wasn't a patch on this. Featuring a table that you could view from all angles, zoom in and out of, spin like a top and still line up a shot, the speed of the graphics was something that blew everyone away. And then you played it.



If ever a game could be described as perfect, then this is the one. Faultlessly it mimics the real game of snooker, and presents it in a way that becomes second nature in no time at all. If you are familiar with the game, and find yourself a bit of a wizard with a cue, then you'll have no problem playing this game. There are no surprise angles here, no impossible shots, and absolutely no cheats available.

In true Archer Maclean style, there has to be a few jokes thrown in. If you should leave the game for a few seconds, flies appear on the screen and start bumbling around. Leave it for a little longer, and the balls start to pull faces...

What can I say? If you like snooker, then you have to buy it. No question.



With hundreds of play options at your command, *John Madden's Football* is the best NFL-simulator ever devised.

JOHN MADDEN'S FOOTBALL

Electronic Arts £25.99

This game was already a massive hit on the Sega Megadrive, and I can't remember getting so many phone calls asking for the release date of a game prior to *Street Fighter 2*. In case you didn't know, John Madden became the youngest headcoach in history in 1969, and is now a commentator for NBC. This game is the best version of the sport ever to appear on any home machine.

Mixing styles between managerial and arcade action is always a bit risky as player manager games always seem to skimp on one or the other, but not this one. You are coach to one of 16 NFL teams and have to guide them through the season and hopefully end up at the Superbowl. In your capacity as coach, you have to select and train up your team, as well as sort out the plays for each match, once you've assessed the strengths and weaknesses of the opposing team.

Then, you have to take on the role of quarterback, and put your all into the arcade section of the game. Again, this section is done brilliantly and with real atmosphere. Feel the crunch of bones as half a dozen 12 stone padded weights fall on you.

There's a lot to *John Madden's Football*. Far too much to go into here. The number of different play options is staggering, to say the least. If you want to know more, check out the review in February's CU Amiga, where it scored a whacking great 88%, and Dan Slingsby called it 'The most addictive sports sim ever!'. Who needs to say more?

Star Buys...

ELVIRA
Accolade £19.99

To date there have been three Elvira games, two graphic adventures and an arcade romp, all of which have been quite good. The adventures are of the 'pick an object up and take it somewhere else' variety, but are enjoyable none the less, especially when you consider that they both cover at least four disks each. The arcade romp is a standard platformer that features some rather terrific animation. All in all, good licenses.

INDIANA JONES
Lucasfilm £30.99

There have been countless Indiana Jones licenses over the years, including the dreadful *Temple Of Doom* arcade game, but these Lucasfilm adventures are some of the best that the company have ever done. Massive, both in number of locations and in inventiveness, it'll take even the best adventurers to get through them. Atmospheric to the end, this is the only way to get into the character of Indiana himself.

ROBOCOP 3
Ocean £25.99

After two disappointing licences, Ocean came out with this one long before the film was even finished, so it's hard to say how well it fits its own licence. It does, however, fit the character of Robocop perfectly. Staying with a multiple game style, Robo 3 contains a couple of amazing first person polygon sections that have our hero walking through buildings, driving and even flying with a Jetpack. If you want to know how the world looks through the eyes of a machine, then this is the game to get.

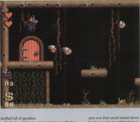
ADDAMS FAMILY Ocean £25.99

Admit it, most Amiga owners are a teensy bit jealous of Nintendo owners because they've got Mario. We'd all like to play it at home, but there just hasn't been anything like it on the Amiga. Until now that is. When Ocean signed up the Addams Family movie, they saw it as the perfect chance to put out a Mario beater, and they did.

OK, so it doesn't quite follow the same storyline as the film, but the characters are more or less the same. A property developer wants to knock the house down to build a block of flats, and has kidnapped everyone except for Gomez. Being a respectable kind of ghoul, he sets out to free his family.

Yes, it's a scrolling platform game, but it's a bloody good one. Set in the five wings of the house and the graveyard, you have to run and bounce your way through whatever the house throws at you. In Mario style, jumping on bad guys kills them. Being hit by anything kills you.

As you work through the game, there are all sorts of little surprises to find, from secret rooms filled with bonus points and energy, to hearts which increase your maximum energy (the amount of hits you can take before you croak) and the secret weapon – the Fez copter. Collecting this give you limited flying abilities, to reach previously inaccessible platforms, usually stuffed full of goodies.

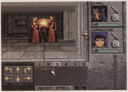


Spooky! Mario-style gameplay comes to the Amiga in this license inspired by cult 60s comedy sitcom, the Addams Family.

So it doesn't have a lot in common with the film. That doesn't matter much. What does matter is that it's a very enjoyable and addictive game, and one that could stand alone quite easily. The license is just an added bonus. Still, why am I telling you this? You should have bought it already!

ROLE PLAYING GAMES

Traditionally, role playing games consisted of a handful of spotty youths with reams of paper and geometric nightmares instead of dice. Then along came the computer, and with it a new breed of role playing game. Instead of relying on a dungeon master to provide a description of a situation, you can see what's going on for yourself. So get yourself a new persona and check out some of these RPGs.



EYE OF THE BEHOLDER 2

US Gold £35.99

Following-up on the classic *Eye Of The Beholder* wasn't going to be an easy task for SSI, but they managed it, with an improved control system, more monsters and some horribly dangerous dungeons.

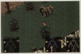
If you completed the first *Beholder* game you'll be interested to know that you can advance your characters even further in this one. There's a greater array of spells, weapons and abilities open to adventurers. There is a price to pay for this, though, as many new creatures have been brought in to thwart your quest. In addition to dungeons you can now wander around outside, which leaves yet more room for even deadlier creatures.

There's a lot of exploring to be done as well as puzzle solving, and it helps to have a pen and paper handy to jot down notes and map tricky sections of dungeon. Because of the increased difficulty you really need to think more about what you're doing. You won't last long if you lead your party into combat then start equipping them with suitable weapons. Magic items also come more into play as certain creatures are affected by specific weapons.

The graphics really stand out in *Beholder 2*. The perspective backgrounds and fantastic creatures give the game an excellent atmosphere. Even the icon banks are well presented and clearly laid out.

This is one of the slickest RPGs available, but because it's tougher than the original it pays to have played the first game so you can graduate onto *Darkmoon* rather than be thrown in at the deep-end.

Shadowlands pits your four warriors against massed evil hordes.



SHADOWLANDS Domark £29.99

This game is a little weird because you don't actually take the role of a party member, instead you sort of remote-control a group of adventurers.

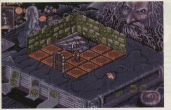
Shadowlands employs a novel control system. To issue a command to a character you have to click on the relevant part of their body. A lot of the game seems quite confusing at first, for instance controlling four individual characters during combat takes some getting used to.

The isometric graphics are used to excellent effect, most notably with lighting. When a character ignites a torch only the immediate area around him or her is lit and the further away the darker it is. This also leads to some surprises, as you can't see around corners or through doors, so there are several strategically placed groups of monsters to catch out any character that strays too far from the party. Equipping the group is also quite challenging. Decent armour and weapons are few and far between, so you can either divide what you have between the four, or have one super-tough fighter and hope that they can handle most of the combat.

Shadowlands seems quite bizarre at first, but the excellent graphics soon win you over. The game has a really nice feel and look to it which you won't find in any other RPG. While it looks more like an arcade game, you're still required to put your brain to work to solve a number of taxing puzzles.

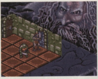
Taking a swipe at the likes of *Dungeon Master*, *Eye of the Beholder* brought RPGs into the nineties.

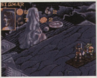
WARRIOR
ORC
PRIEST



First came the best-selling board game, then came Gremlin's equally successful computer game.

HEROQUEST Gremlin £25.99





Licensed from the board-game of the same name, *Heroquest* does away with the plastic figures and crib-cards of the table top version and replaces them with pen-free number crunching.

The attraction of the board game, apart from the placcy monsters, was its ease of use. It usually takes hours to get going in most RPGs as you roll stats and work out the modifiers, in Heroquest you simply picked a character and got going.

The Amiga version works in much the same way. You simply choose the characters you want to enter the first of the twelve dungeons. From there on the controls are just as simple. Icons make entering commands easy, so you can respond to a sneak attack from orcs in a split second.

What spoils this game are the number of dungeons – there just aren't enough. The first six or seven are fairly east to beat, and although it does get much tougher, you may not want to go back to the game when you've completed it. Fortunately, there's an expansion pack called *Return Of The Witchlord* available, which contains a fresh plot and plenty of new traps and mazes for your party.

With the expansion pack this is an excellent RPG. Its ease of use makes it great fun to play and fans of the board game will love it.

A Partying We Will Go

EYE OF THE BEHOLDER
SSI/US Gold £30.99

With a comprehensive sequel in the form of the superlative *Legends Of Darkmoon*, it's a testament to the original that it's hardly overshadowed by such an awesome game.

Beholder wowed just about everybody when it was first released. It combined a sensible plot with a great deal of exploration and puzzle solving. Along with that came an easy to use control system and fantastic graphics and plenty of characters and spells.

If you've played *Beholder 2*, this will look a little dated, but that's not a good enough reason to pass up on a classic, is it?

CAPTIVE
Mindscape £25.99

It's the far flung future, and in a dingy cell on a distant planet a prisoner has got his hands on a portable computer. Using his programming skills he's activated a group of robots and summoned them to rescue him.

This results in a game which is like *Dungeon Master* with lasers. The control system is very similar and the game plays in much the same way. The size is completely staggering, so be prepared to burn the midnight oil with this one.

BARD'S TALE 3: THE THIEF OF FATE
Electronic Arts £10.99

Along with the Ultima series, the Bard's Tale games can be credited with helping shape the modern RPG. This instalment finds the once prosperous city of Skara Brae ruined by the mad god Tarjan. To find and destroy him you have to guide your people through a number of dimensions, battling lesser demons and collecting artifacts that will help you in the final battle. There are hudreds of levels as well as the great outdoors to explore. There are loads of character classes ranging from Monks to Geomancers and hundreds of spells to master.

KNIGHTMARE
Mindscape £30.99

Like the TV show which this is based on you run around a dungeon battering any denizens that get in your way. The game uses a very similar system to *Captive*, although it has a few extra features. Spells and attacks can be preset, allowing you to unleash a lethal combination of magic and blows at the touch of a mouse button.

Knightmare is difficult, almost to the point of complete frustration, but it does have a great many addictive qualities and it pays to progress through the dungeons slowly to avoid any unexpected encounters.

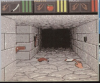
DUNGEON MASTER
FTL/Psygnosis £29.99

This is the game that provided the impetus for most modern RPGs.

The display consists of a large window which shows the area immediately in front of the party, the status of the characters at the top and various command icons at the side. These simple features combined to produce an RPG that was so easy to use it had people hooked in no time.

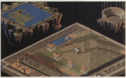
Although it looks quite dated next to the likes of *Eye Of The Beholder*, *Dungeon Master* is still a very good game. The mazes are very large indeed, and populated with a great many foul creatures, including zombies and mummies who are a bugger to kill. It pays to play a strategic game, i.e. run when the odds look stacked against you. There are many sections that can be found early on that are best left alone until your party have advanced sufficiently to have enough magic and hit-points to deal with the situation.

When you've finished slaughtering and pillaging in your current RPG you could do a lot worse than give this a look. Even better, it now comes bundled with *Chaos Strikes Back* for only £29.99.



GOD SIMS

These are the games for people who like power, control and putting ants in plastic bottles then shaking them around. They're the God-sims, so called because the fate of nations and worlds lie in your hands. Some call on you to marshal your forces, others to conquer at all cost or even smite miscreants with lightening bolts. This is a relatively new genre of game, and one which will no doubt see many additions in the future.



POPULOUS 2 Electronic Arts £29.99

Populous was the game that spawned the God sim genre, and with its sequel programmers Bullfrog created a game which stands head and shoulders above the competition.

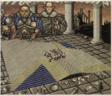
The aim of a game is quite simple: you and a rival deity are given a world and instead of undignified intra-God combat for possession of it, you get the populace to do your dirty work. Last person standing wins the world for their god.

Naturally, things would get a bit boring just watching a bunch of computer-controlled religious fanatics club each other to death, so you're called upon to provide some divine intervention nudging your people in one direction while smiting a few of the other guy's when his back's turned.

Your holy arsenal consists of 20 powers which either do things to people or the land they inhabit. The most basic thing is land building. This comes into play right at the start, where the aim is to create flat terrain on which the mortals can build castles, which provide defences and plenty of room to breed, creating more soldiers for their armies. From there such 'natural' occurrences as volcanoes, earthquakes and floods can be unleashed together with combinations of different powers that really cause some damage.

The graphics are isometric, with tiny sprites used for the people. This provides an excellent sense of proportion, especially when you dump a whopping great volcano-from-hell right in the middle of an enemy settlement.

Virtually everything about this game is spot-on, from the smart graphics to the awesome gameplay.



POWERMONGER Electronic Arts £29.99

Like *Populous 2*, this *Powermonger* was designed by Bullfrog, and like that game you control a civilisation of tiny people on an isometric landscape, although this time you're without any special powers.

War is the name of the game. You start off with one army and the goal of conquering a world by whatever means possible. It's not as easy as pointing them at an enemy village and shouting kill, though. Firstly, they need food, which has to be sent along supply routes, found in the form of sheep which roam the land or gained by pillaging villages. Technology also needs to be acquired to give your soldiers the edge over their foes. The importance of this is illustrated when a group of your musketeers encounters an enemy platoon armed with swords.

As you get further into your quest you'll encounter other generals who can be recruited along with their armies to fight on your side. A certain amount of diplomacy is also called for as not everyone starts the game aligned to a particular side. If you encounter a neutral village it doesn't pay to slaughter their sheep and burn everything in sight, instead it pays to be nice, and bring the men-folk around to your way of thinking so they'll fight for you.

A great deal of thought is required to play this game, which makes it hugely absorbing. There are also expansion disks available, such as the World War One edition, which make the game even better.

UTOPIA Gremlin £29.99

Deep space is the setting for this God-sim, with you in charge of a colony right on the edge of the known Universe. As the administrator it's your job to raise the standard of living on this mud-ball colony to 80%, while dealing with aliens and other events that befall your settlement. When the ball finally gets rolling and the population increases, you have to instigate building programmes to create more housing and amenities, as well as increase the police force. The sticking point behind these plans is finance, even space is no refuge from recession.

Humans aren't the only inhabitants of this planet, there's also a resident colony of aliens. Naturally, they aren't too happy with their new neighbours, and the decision to tolerate or attack them lie firmly in your hands.

This is a little more cerebral than the other God games, combining overtones of *Populous* and *Sim City*. The control system is clumsy and takes time to get used to, but it's worth persevering with as this is an enjoyable game.

RICOH PCL5 LASER PRINTER

Ricoh UK Ltd is part of the worldwide Ricoh Group of companies, originally established in Japan, in 1936. With a turnover of over $5 billion and 37,000 employees, Ricoh have been producing computers and peripherals since 1971 and are the world's second largest manufacturer of Laser Printer engines. Ricoh have employed their expertise to produce a 'first' in laser printers for the world market, the LP1200 with FLASH ROM.

Fully HP LaserJet III™ compatible, the new LP1200 employs industry proven laser technology. Unlike LED page printers, which use light emitting diodes, the LP1200's laser lightsource, focussed by high quality lenses, is able to produce the most accurate and intense printed images. It has 2Mb of RAM built-in and requires no additional RAM to print a full A4 page of graphics at 300dpi. Its fast, efficient processor and engine, together with a straight paper path design, allows printing at a full 6 pages per minute. Unlike its competitors, this advanced laser engine enables the LP1200 to address a range of print resolutions up to 400dpi. A special driver, combined with the 2Mb RAM upgrade, enables the Ricoh LP1200 to print at 400dpi from Windows 3.

Again, unlike the competition, the LP1200 includes a powerful document description language as standard. This language, 'LAYOUT', offers unique opportunities to develop custom-made printing systems. Forms and document templates can be designed and stored electronically in the LP1200's FLASH ROM, alleviating the need for pre-printed forms!

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The Ricoh LP1200 is a genuine laser printer and not an LED printer. Make sure you check out the competition!

See how the Ricoh LP1200 compares to its Laser Printer Competitors

FEATURES	EPSON EPL4100	HP L/JET IIIP	M'MAN TALLY MT904+	IBM 4029 Model 010	RICOH LP1200
Average Street Price (excl. VAT) (*expected)	£569	£899	£999*	£750	£699
Official RRP (excl. VAT)	£945	£1,179	£1,099	£1,099	£1,195
Maximum resolution in dots per inch	300 x 300	300 x 300	300 x 300	300 x 300	400 x 400
Windows 3 Driver @ 400 dpi	-	-	-	-	YES
Print Speed	6ppm	4ppm	4ppm	5ppm	6ppm
Straight Paper Path	YES	-	-	-	YES
PCL 5 Printer Command Language	-	YES	YES	-	YES
HP-GL/2 Vector Graphics included	-	YES	YES	YES	YES
Resolution Improvement/Enhancement	YES	YES	YES	YES	YES
Standard RAM	0.5Mb	1Mb	1Mb	1Mb	2Mb
Full A4/300 dpi graphics with standard RAM	-	-	-	-	YES
Warm Up Time	<45 secs	<60 secs	60 secs	33 secs	45 secs
First Page of Text Output	<20 secs	<40 secs	34 secs	20 secs	<15 secs
Document Description Language included	-	-	-	-	YES
Flash ROM	-	-	-	-	YES
Upgradable Firmware	-	-	-	-	YES
IC Card Slot	YES	-	-	YES	YES
Scalable Resident Fonts - in HP LJ III Emulation	-	8	8	0	8
Resident Bit-Mapped Fonts	11	14	14	16	14
AGFA Intellifont Scalable Font Technology	-	YES	-	-	YES
HP LaserJet III Emulation Included	-	YES	YES	-	YES
EPSON FX Emulation Included	YES	-	YES	-	YES
IBM ProPrinter Emulation Included	-	-	YES	-	YES
Standard Tray Capacity	100	70	100	200	100
Protective cover on standard tray	YES	-	YES	YES	YES
Cost per copy**	1.65p	2.00p	1.71p	1.84p	1.65p
Min-Max Paper Weight in gsm	60-157	60-105	60-120	60-131	60-157
Able to print on OHP Film	YES	YES	YES	YES	YES
Able to print on card (157gsm - Manual Feed)	YES	-	-	-	YES
Standby -Noise Level	<40dB	31.7dB	<35dB	38 dB	<38dB
Printing -Noise Level	<50dB	43.3dB	<46dB	50 dB	<48dB

**As quoted by manufacturers - 2/4/92

All Trademarks are acknowledged

Silica Systems are pleased to introduce the revolutionary, new Ricoh LP1200. It has all of the specifications that you would expect to see in today's most technically advanced laser printers, plus a unique additional feature which places it far ahead of the competition - FLASH ROM. This 'Future Proof' technology protects the investment you make when you buy a Ricoh LP1200, as it enables you to keep up to date with new laser firmware developments. FLASH ROM is an area of memory inside the LP1200 which holds the printer's controller instruction firmware. If new firmware is developed, updated printer command languages etc, can be downloaded into this memory. Other manufacturers would require you to buy a new printer! Fonts, macros, graphics and additional emulations can also be stored in FLASH ROM, or on removable, industry standard FLASH ROM IC cards. The new Ricoh LP1200 is the only laser printer to offer this FLASH ROM facility. The LP1200 comes with a 100 sheet A4 paper tray (letter and legal trays also available as extras) and the facility to feed single sheets of paper and card up to 157gsm. An optional extra universal feeder provides the facility to automatically feed up to 150 sheets, from sizes of 98mm x 148mm to 216mm x 356mm in size at weights of up to 158gsm. The universal feeder also feeds up to 15 envelopes, overhead transparencies and labels automatically.

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LAA 5262	2Mb RAM Module	£149.00
LAA 5210	Developer/Toner Cartridge	£65.00
LAA 5225	OPC Cartridge (Drum)	£89.00
LAA 5334	Letter Paper Tray (100 Sheets)	£35.00
LAA 5323	Legal Paper Tray (100 Sheets)	£35.00
LAA 5312	A4 Paper Tray (100 Sheets)	£35.00

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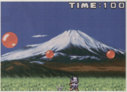
ARCADE CONVERSIONS

Recent months have seen a drop-off in the number of coin-op conversions appearing on the Amiga. Is this because the software companies feel the latest wave of high-tech games to hit the arcades are unconvertible? Who knows. Whatever happens, the Amiga already has acquired more than its fair share of excellent coin-op conversions over the past few years.



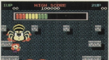
RAINBOW ISLANDS **Hit Squad £7.99**

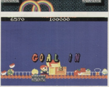
This is the game that sparked a whole wave of so called 'cutesy' games on the Amiga. The aim of the game is to get to the top of a series of vertically scrolling levels which are set on several islands. This wouldn't be much of a challenge if it weren't for the hordes of monsters which come after you. Our hero's only defence comes from his excellent jumping ability and the rare talent of being able to produce rainbows from his finger tips. While refracted light doesn't sound like much of a weapon, in this game you can use the rainbows to help you get to the higher levels or to trap nasties.

Each island ends with a showdown with a boss, but these are more cute than fearsome. Most are surrounded by platforms, which have to be traversed in order to avoid the boss and get some hits in.

There are bonuses galore throughout each level. Most of them just top up your score, but others increase the amount of rainbows you create and the speed your character moves at. Although *Rainbow Islands* looks like it's completely dependent on joystick skills, there are lots of different strategies that can be used on particular levels and, as if that wasn't enough, there are plenty of secret stages too. They're difficult to find, but it's worth looking out for them.

Without a doubt one of the most addictive games ever on the Amiga. There's so much to it and the garish colour scheme is fantastic.





PANG **Hit Squad £7.99**

You can tell that the coin-op this game is licensed from originated in Japan. Where else would you get a concept as bizarre as travelling around the world bursting bubbles? While this may sound about as exciting as clipping your toe-nails, it does make for a frighteningly addictive game. Each level is played on a single screen, and to begin with you're faced with just one large balloon. The hero is armed with a gun that fires a chain with a spike on the end. When it hits a balloon it bursts into smaller ones, just like *Asteroids* (if you can remember that far back). As you progress through the game you face more and more balloons at once, and platforms appear, inviting you to take risks and causing the balloons to become trapped, adding to your problems.

Some helpful, and not so helpful bonuses appear from time to time. One of the best is the gun, which swaps your chain weapon for a rifle which makes short work of the balloons. Another useful one doubles the amount of chains you can fire, while collecting dynamite explodes all the balloons so you're left facing hundreds of tiny ones.

Pang has the added bonus of a two-player mode, which makes it even more playable. An essential purchase.

GAUNTLET **US Gold £DELETED**

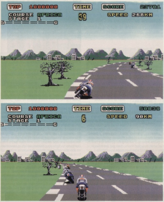
Gauntlet is a real arcade classic, and this conversion from US Gold really does it justice.

It's set in a Dungeons & Dragons-type world, which is made up entirely from mazes. Naturally the aim is to get through these in one piece.

There are four characters to choose from: the Wizard who's competent in magic and not much else, Valkyrie who's not quite as good with magic but can move faster, Elf who's the fastest of the lot and Warrior who's no good with magic but excels in combat.

While the graphics are tiny there are lots of them. The heroes come under attack from dozens of creatures, as well as the indestructible Death who appears from time to time to drain the energy from the first available character. Many of the levels contain subtle puzzles such as a series of magic blocks which have to be trodden on in the right order to open doors. The game is played against the clock, as the characters' energy depletes constantly, even when standing still. Food has to be collected to replenish it, which often leads to confrontations between two players who are both close to death.

The Amiga version is every bit as playable as the coin-op original. It has all its features, right down to the walls turning into exits if you hang around for long enough. Fans of the game shouldn't miss this version.



Super-slick racing skills come into play in this quality arcade conversion.

SUPER HANG-ON **Hit Squad £7.99**

Despite being a real golden oldie, *Super Hang-on* is a fantastic conversion of the old Sega coin-op.

Although it's been around for a few years, *Super Hang-on* is still one of the best racing games available for the Amiga. It has all the right ingredients. The action is real fast, there are plenty of other riders who can be forced off the road and the graphics are great throughout, with a smooth scrolling track and road-side objects that update in convincing manner.

Super Hang-on is also very well presented. There are four different tracks set in various parts of the world. Each has its own set of graphics and specific hazards which can test the greatest riders. You can even select what tune you want to accompany you as you race.

Plenty of Continues

ARKANOID 2: REVENGE OF DOH
Hit Squad £7.99

Breakout comes bang up to date in this challenging coin-op conversion from Ocean.

Gone are the days when you merely had to smash a few bricks by bouncing a ball off a paddle. Now you've got loads of collectible extras such as extend-o-bat, super-smash ball, multi-ball and a laser gun. Some of the levels are very maze-like, requiring one precise hit to send the ball into a chamber, where it accelerates and causes you untold problems when it shoots out again.

Although it can be quite frustrating at times, there's no doubt that this is an addictive game which is guaranteed to test your reflexes.

BUBBLE BOBBLE
Hit Squad £7.99

Here's one of the first Amiga games that could be described as arcade perfect. The graphics are simple, consisting of platforms, walls, black backdrops and cute sprites. You, and a friend, control Bub and Bob. Instead of blowing fire, these reptiles breathe bubbles, which can be used to trap the nasties. Like most Japanese platform games there are plenty of levels and loads of bonuses to collect. The net result is a great game which is even better with two players.

OPERATION THUNDERBOLT
Hit Squad £7.99

The coin-op version of this game was instantly recognisable by the two whopping great Uzis which were mounted on the front of the cabinet.

It came along as the sequel to *Operation Wolf*, and bettered it both in the arcades and on the Amiga. The action is viewed in first person perspective, with you blasting away at anything that moves with a machine gun and rocket launcher.

Not only does this game have the side to side scrolling of *Operation Wolf*, but it also features neat 3D sections where you trundle along in a boat or a jeep.

Not the prettiest coin-op conversion ever, but a good bit of carefree machine gunning never goes amiss, and that's what makes this game so much fun.

NEW ZEALAND STORY **Hit Squad £7.99**

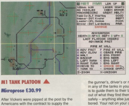
Kiwis, or the lack of them, are the unlikely subject matter for this game. You see they've all been kidnapped. Bar one.

As this lone Kiwi you're on a mission to rescue your kinsbirds from the clutches of the evil force that holds them hostages.

This is one of the best platform games on the Amiga before it was superseded by the likes of *Rainbow Islands*. Even so, it's still very good fun and worth getting hold of.

MILITARY SIMS

There are enough military flight-sims to fill a section, but the armed forces don't end there. If you've always wanted to get fallen in with the army or take to the high seas in a state-of-the-art submarine or destroyer, then here's your chance.



M1 TANK PLATOON ▲

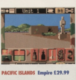
Microprose £30.99

After Vickers were pipped at the post by the Americans with the contract to supply the Kuwaitis with tanks, you can find out why.

Tank Platoon gives you control of your very own column of shiny, state-of-the-art American M1 Abrahms battle tanks. These caterpillar-tracked terrors are out-fitted with high-explosive HEAT missiles, tank-busting Sabot rockets, computer-aided laser sighting devices and a large .50 calibre machine gun.

The graphics are typically Microprose, with detailed instrument displays and vector graphic landscapes and objects. Unfortunately, most of the combat takes place at a distance, with you shelling positions from hills, or vice-versa, so there's not much opportunity to see anything close-up.

While you can sit in the gunner's, driver's or machine gunner's seats in any of the tanks in your platoon, your real task is to guide them to their targets, pound the hell out of what they find there, then get them back safely – anything else just stops you getting bored. Your not on your own though, as some missions give you control of anti-tank batteries, troops and yet more tanks, which gives the game more of a wargame element. In addition, artillery strikes can be called in, as well as air strikes from helicopters and A-10 tank-busting aircraft. One of the most comprehensive simulations of any kind.



PACIFIC ISLANDS Empire £29.99

Pacific Islands really puts you in the thick of things, as you look out of the eyes of four tank-platoon sergeants at once.

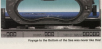
This works by dividing the main screen into quarters, with each showing a reduced display from the lead tank of each of your four platoons. The place to start is the map screen, where you issue the move and attack orders to each platoon as well as receive an overview of the battlefield. When a platoon encounters an enemy, simply clicking on its window brings it up to full size so you can deal with the situation. So that the game doesn't become too complicated, the four tanks are controlled as one. This means issuing a fire command will only make one tank fire if you have direct control over that unit. There's no waiting for it to reload, though, as the next shot comes from the next tank and so on. You can also leave the computer to fight your battles, which is essential on the later missions where the enemy strike from all sides.

Not only do you have to be an expert tank pilot and strategist, you also play the role of the platoon's accountant. Repairs are expensive, and you're only allocated a limited budget, which shrinks with poor performances on the battle field.

SILENT SERVICE 2 Microprose £34.99

Silent Service takes us back to World War Two when submarine warfare was still in its infancy. One of your biggest enemies is unreliability. Torpedoes, for instance, can't be trusted. You may think that the destroyer that's right in your periscope sights is going to get its comeuppance, only to have a torpedo bounce harmlessly off its side.

Another drawback of 1940s technology is the poor sonar. It can be very difficult picking up a contact, so the periscope is often employed in finding ships. But all the effort is worth it. Score a direct hit and you're treated to a graphic of the assailed vessel exploding and sinking.



Voyage to the Bottom of the Sea was never like this!

The Call To Arms

HUNTER: Disc Company £29.99

Rather than just deal with one mode of attack, *Hunter* encompasses land, sea and air.

Your overall mission is to wipe out the enemy's HQ by planting a ruddy great bomb underneath it, although there are several smaller tasks to complete en-route. To fight your way through the enemy lines you can control hovercraft, tanks, helicopters, windersurfers and even bicycles.

Despite *Hunter*'s many elements it cuts no corners. You need to plan out your route to take in supply dumps and an informer who'll help you out. Mastering the different vehicles is no mean feat, either. It will be a long time before you're finished with this game.

CARRIER COMMAND: Kixx £7.99

This was a ground-breaking release in 1987 and after all that time it's as good as ever.

It's set in a massive archipelago, part of which is claimed by your side, with the rest either neutral or in enemy hands. To conquer all of this strategically vital area, you've been brought in along with your gigantic super-carrier ship. It's equipped with aircraft, amphibious craft and a formidable arsenal of its own, all of which have to be employed to capture the islands and fend off the equally powerful enemy carrier which is out doing the same job.

All these elements plus the strategy side of the game make it hugely playable.

STRATEGY GAMES

This is where reflexes end and cerebral prowess begins. Strategy games require pure brain-power as you manage a city, create a planet, fly off the rails or stir up trouble in neighbouring countries. Strategy games are usually far more involved than most other games, which is often reflected in their sizable manuals.

SIM EARTH Ocean £34.99 ▲

Sim Earth literally places an entire planet at your disposal. You have complete control over everything, from triggering continental drift to generating the flora and fauna.

It's divided into several chunks such as the geosphere which covers the geology of the world, the hydrosphere which takes in the oceans, rivers and lakes, the atmosphere, and the biosphere which deals with the planet's lifeforms and civilisation. Each section has its own options and how you develop one affects what goes on in another. For instance, chucking plenty of carbon dioxide into the atmosphere at an early stage will raise the planet's temperature, which creates more desert in the geosphere, higher and more fertile oceans in the hydrosphere and causes the extinction of certain creatures from the biosphere.

There are a number of scenarios which range from creating your own planet from scratch to terraforming Marsor colonising Venus. A meteor strike is just the thing for splitting continents asunder, while a strategically placed volcano is just right for retarding a civilisation which is getting too big for its boots.

▲ SIM CITY Action 16 £10.99

This is a fantastically playable strategy game in which you get to create and run a city. You start with a limited budget and a bank of 14 icons representing various types of civic improvement. As your city grows so do the problems associated with any urban development. Crime increases along with the population and large scale pollution and traffic problems set in.

As long as you have money in the bank you can make any improvements you want. So a nuclear powerstation in the centre of town is perfectly viable! Lurking around the corner are natural disasters. These occur without warning (or you can instigate them if you're in that kind of mood) and can include tidal waves, earthquakes, nuclear meltdowns and Godzilla running rampant. When something like this happens you then have to attempt to repair the damage done and prevent the population fleeing, which is tougher than building the city in the first place.

◀ CIVILISATION Microprose £34.99

If a planet's too big for you and a city's too small, you could always try your hand at managing a civilisation. The game begins in the year 3000BC. You're proclaimed despot of a small tribe struggling to make an impact on history. To begin with, literacy and the wheel are essential, but over the next 5000 years advances such as combustion, iron working and nuclear power have to be acquired to build a thriving civilisation.

Elsewhere in the world there are other civilisations such as the Romans, English and Mongols who are also out to create massive empires. It's possible to trade with them or, if you want to take a more aggressive approach, burn their empires to the ground.

Everything is Under Control

CASTLES
Electronic Arts £29.99

This is quite a strange idea for a game. Basically you have to build and maintain a castle in medieval England and fight off hordes of invading Welshmen.

It sounds weird, but this is actually the basis for a very sound game. Design the blueprints for your own castle in the country, then extort money from the peasants to pay for it. All the time you have to balance construction with defending England from the Welsh and helping feed the substantial workforce. Great fun.

SIM ANT
Ocean £34.99

The third of Maxis' Sim series puts you in the rather creepy role as the head of an ant colony.

In this position you have to guide the workers to food, fight red ants and determine which types of ants should be bred. Too many workers and the colony will run out of room, too many builders and there will be plenty of space but no food.

Like *Sim Earth* and *Sim City*, *Sim Ant* is very absorbing and educational at the same time.

BALANCE OF POWER
Mindscape £25.99

Fasten up your diplomatic pouch for *Balance Of Power*, the game of global diplomacy.

As President of America, or Premier of the USSR (this game's a little old) you have at your disposal aid packages, military force and the secret service. Invade your neighbours or be nice to them, what the hell? It's your foreign policy as you attempt to sow the seeds of communism or smash the red block, depending on which side of the curtain you're on.

RAILROAD TYCOON Microprose £34.99

Most people have played with a train set at one time or another, well here's one for your Amiga.

Railroad Tycoon involves a bit more than crashing Hornby locomotives into your Action Man though. Set just after the invention of the steam train, you've been hired to run one of the first commercial railways.

The game features a number of settings, from colonial east USA to untamed west, or if you fancy playing closer to home you can set up shop in England or Europe. Wherever you go rivals will soon catch on to this new form of business and set up lines, so you have to move fast.

The key to success is identifying the markets. As the saying goes you can't take coals to Newcastle, so you need to look at what each town needs and where they can get the merchandise from. A port is usually a good place to start off, connecting somewhere like Liverpool to Manchester. Profitable routes help the economy of the town so it grows and you make even more money.

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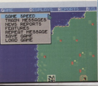
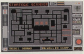


WAR GAMES

Tabletop wargaming has never been acceptable to the masses, which is a shame. It isn't as if most people couldn't take part if they wanted, it's just that most people don't want to. It's not all wearing woolly cardies and NHS specs standing in someone's attic pushing plastic soldiers around you know! Wargames can be more addictive, and definitely more exciting than most other games, as these pages prove.



LASER SQUAD ▲

Software Business £25.99

Julian Gollop loves strategy games. So much so that he slaved long and hard hours to create one of the best 8-bit strategy titles ever – *Rebelstar Raiders*. *Laser Squad* takes the *RR* system and turns it into something really special.

A very low-level wargame, each of the game's seven scenarios is played out over small locations such as buildings and underground bunkers, with an aim to destroy a collection of specific targets, or just all of the enemy's units.

The game, like so many wargames, is played using a system of turns and action points. Action points are like an energy resource which govern how much a unit can do in each turn, and vary greatly depending on morale, strength and encumbrance.

Laser Squad is converted directly from the 8-bit versions, and so lacks some sophistication in the graphics department. What has also come directly from the C64 is the atmosphere. *Laser Squad* is a very tense game, and manages to inject a feeling of fear that most games seem to miss.

SPACE CRUSADE Gremlin £25.99

Space Crusade is Gremlin's second stab at converting a boardgame to the home screen (after *Heroquest*), and is generally regarded as a bit of a winner. Remarkably similar to *Laser Squad* in a lot of ways, *Space Crusade* is another low-level strategic blast where you have to get your five man team in and out of small places as quickly as possible, while obliterating as many things as possible.

A new twist is that three players can play at once. What you have in three player mode are three teams of five men, all wandering around with a common cause. This all sounds dandy, but what happens when you get a mission that involves blowing away all your best mate's team members, i.e. a scenario that says that there's only one escape pod, or that there's only enough oxygen for one team to get out alive?! Then the sparks start to fly.

All the battles are shown in 3D which, although it slows the game down a little, still adds a lot of atmosphere. I would rather see a large sprite of the guy I'm shooting at explode in a puddle of viscera than watch a blip disappear from my scanner.

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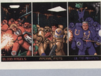

If you need reinforcements...

WATERLOO
PSS £10.99

This is an interesting one. It only features the one battle, but is done so well, that you keep wanting to come back and try another tactic. The single striking thing about it is the graphics. Unlike most games, where you can scroll around the map to your heart's content, *Waterloo* only lets you view the battle from high points in the immediate vicinity, rather like Wellington or Napolean would have done. Some excellent computer strategies make it a very tough one to beat.

BALANCE OF POWER
Mindscape £25.99

There are two versions of this game, both as good as each other. Similar in a lot of ways to that classic game Risk, the idea is to keep world peace as the cold war hots up. Money management is the centre of the game, where you must decide whether or not to send government funds to various sources all over the world, be it friendly governments in need of a bit of cash, to revolutionary states who need US support to overthrow the government. Obviously a lot of what you do will upset the Soviet states, and before long you'll find yourself at Defcon 1. A frightening prospect realistically represented.

UMS Microprose £30.99

If real-life war is your scene, then the *Universal Military Simulator* is the closest to tabletop war there has ever been on a computer. The product has been designed as a battle creation environment, within which you have complete control over the world.

Tinkering with the five pre-designed scenarios is great. For example, I discovered that if King Harold had access to a few F-15s and a couple of Sherman M1s, he would have had no trouble at all in defeating the Saxons.

With a menu-driven interface, and a very simplistic but effective 3D landscape, the game looks a lot more complicated than it is. One for the purists, undoubtedly, but great fun nonetheless.

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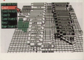

BATTLE ISLE Ubisoft £30.99

Battle Isle is so simple, it is played with the joystick – novel for a game of this type. The aim is world domination, as usual, and you play against the backdrop of 32 islands on a futuristic planet. To win, all you need to do is take out as many of the opposition as necessary to halt their progress and allow you to take the island.

Rather than use standard turns, the game operates in phases, whereby you have specific blocks of game time to do specific things, such as a movement phase and a combat phase. One interesting idea is the fact that while you are doing one, the opposition are doing the other.

You have 22 different types of weapons and vehicles, all of which have varying strengths, speeds etc. Learning how to use combat and support units well is one of the keys to the game. Of course, if you're playing against a friend, then strategy will probably go out the window, but one player against the computer requires you using every army tactic you ever heard. Even then, there's no guarantee that you'll even survive.

▶

AMIGA INTERACTIVE MULTIMEDIA

A NEW AGE IN HOME ENTERTAINMENT

AMIGA CDTV INTERACTIVE MULTIMEDIA

WHAT IS CDTV?

Simply put, CDTV mixes CD sound and Amiga type software in one easily controlled unit, and allows you to "interact" with the results through your television. On the outside the CDTV Standalone Player is a sleek, elegant black box. Inside it contains the workings of the UK's most popular home computer, the Commodore Amiga, but with two major differences. Instead of a keyboard and mouse it uses a video style remote controller for simple operation and, instead of a floppy disk drive, there's a compact disc drive.

MUSIC & SOFTWARE

As well as being able to play standard studio compact discs in high quality stereo sound, the CDTV can also use software stored on CD. This is similar to Amiga softwre, with thousands of Amiga programs available. You also get much, much more - a CDTV Disc is equal to over 600 floppy disks in capacity.

WHAT CAN IT DO?

With CDTV you can listen to your favourite pop group, look up history, play the latest arcade games, have a Karaoke night or learn French. In one unit, CDTV can do things you would otherwise need a video, CD player and computer to do! You can watch as Neil Armstrong walks on the moon, listen to him speak and read the fascinating details of how Apollo got there!

INTERACTIVE MOVIES

A new kind of movie; hi-fi sound tracks and moving pictures just like cinema films, but you determine the outcome and how the plot turns out! Will Batman really save Gotham City? Interactive movies are set to arrive on a CDTV near you soon.

EDUCATION

With its huge storage capacity, colour graphics and easy control, CDTV is ideal for education. Levels from primary education to adult foreign language courses are available.

ENTERTAINMENT

Packed with masses of colourful graphics, hi-fi sound and huge levels, CDTV games are set to dwarf their Amiga counterparts. The CDTV award winning version of Sim City for instance, has 10 Megabytes of extra graphics, studio recorded sound for CD Audio quality, more detailed game play (new zoom mode) and 4 different eras (Medieval, Western, Actual and Future).

REFERENCE

Imagine that you could refer to several encyclopaedia's at once, without having to constantly swap between publications, flip pages or refer to lengthy indexes across multiple books? CDTV Reference titles enable you to do this plus a lot more!

MORE FORMATS

CDTV can play CDTV software, CD audio discs, CD+G (audio discs with lyrics and pictures), CD+MIDI (special tracks along side the audio tracks control MIDI instruments attached to the CDTV). With the aid of a floppy disk drive and keyboard, CDTV can also run most Amiga software.

TECHNICAL SPECIFICATIONS:

- 68000 16/32 Bit processor running at 7.14MHz
- 3 Custom chips for video, sound and graphics
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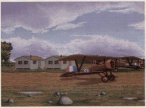
FLIGHT SIMS

The choice is simple – spend a couple of grand getting a pilot's licence and zip around in light-aircraft, or splash out 30 and try your hand at airborne death-dealing. The Amiga now has a wealth of excellent flight-sims which cover both world wars (some late 80s games actually feature WW III) with biplanes, jet-fighters and helicopters.



WINGS Cinemaware £DELETED ▲

This offering from Cinemaware is definitely not one for flight-sim purists as its attraction lies as much in its simplicity as its presentation.

It's set during the closing years of the First World War, when fighter aircraft were just beginning to get off the ground, so to speak. You've been recruited into the Royal Flying Corp to help win air-superiority over war-torn France, although the life expectancy of new pilots is very poor indeed.

Like all Cinemaware games, *Wings* has a distinctly story-book feel. All the way through you're updated on the goings on of your fellow pilots and what the Hun are up to.

During dog-fights the action can be viewed externally or from the cockpit. Exterior views come in handy for spotting enemy aircraft as your field of vision is limited in the cockpit and, unlike simulations of modern day aircraft, the only tracking device you have are your eyes. Bombing runs take a different view-point. Here you're looking down on the plane as it flies over enemy land. You still have control over it in the usual way, but hitting the fire button now releases bombs instead of triggering the machine guns.

While *Wings* has a fantastic atmosphere and is superbly presented, it isn't very complicated. This makes it ideal for beginners, as there are few key-presses with most of the controls centred around the joystick. Experienced pilots may find this a little off-putting, but they shouldn't let that put them off what is really a superb all-round game.

For flying by the pants action, *Wings* cannot be beat.

KNIGHTS OF THE SKY Microprose £34.99

Like *Wings*, *Knights Of The Sky* is set mid-way through World War One, but the difference here is detail.

While *Wings* is very playable, this game is far more realistic. You sign on as a trainee pilot in either the Luftwaffe or the Royal Flying Corps with the aim of earning promotions, battling aces and making a name for yourself in the flying community.

As the game progresses and you start racking up kills, some of the established enemy pilots start taking an interest in your exploits. When this happens you stand a greater chance of running into enemy aces, who don't like upstarts with an outrageous number of kills.

On of the most notable features of this game is its speed. Considering the amount of ground detail and the complexity of the other aircraft, the game rarely slows down and plays at a cracking pace throughout.

It's the lack of technology in a bi-plane that makes this game so much fun. There are no missiles, electronic jammers or radar, you simply have to spot an enemy, get in close and let rip with your machine guns. This makes the game far more action-packed than most jet-plane sims. Navigation becomes easier after a few games, as most of the battles take place over the same area, but once you find your base there's still the landing to cope with.

A fabulous change from the usual faster-than-sound flight simulators.

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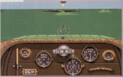
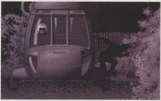


Take on the Hun in this extremely playable WW1 flight sim.



THUNDERHAWK Core Design £30.99

From fighter-planes we move onto whirlybirds, with the AH-37M Thunderhawk, a multi-role attack helicopter.

The onus of this game is action rather than complexity, which is reflected in the lightening speed it plays at. The backgrounds and scenery are simplistic, but plenty of effort has been put into the enemy units. There are loads of things to shoot at, from unarmed convoys to tanks, anti-aircraft batteries and foot-soldiers to other helicopters and fighter-planes.

This game is packed full of inspired touches. For instance, when anti-aircraft guns open up you actually see the bullets streaking up towards you and, as your helicopter is damaged, bits of the control panel start going on the blink and bullet holes appear in the window. Fortunately, you have a large arsenal of missiles to choose from, as well as a turbo cannon mounted on the front of the 'copter.

Because action is the name of this game the controls have been made as simple as possible. Speed and weapons selection are all controlled via combinations of joystick movement and the fire button. Three large monitors beneath the window show all the information you need to keep airborne, which leaves you more time to concentrate on shooting things.

The missions are arranged in a very sensible manner. They come in groups of five, with each sub-stage linked to the next. This means that anything you fail to destroy in one mission can come back at have a pop at you in the next.

Thunderhawk is without doubt the most action-packed flight simulation there is on the Amiga.

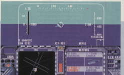
F-19 Microprose £30.99

With this game Microprose dumps you in the rather smart hot-seat of the USAF's latest and greatest war-plane, the F-19 Stealth Fighter.

What sets this apart from other modern-day aircraft simulations is the amount of strategy involved. Many games require you to simply get airborne and launch a couple of missiles at a blip on your radar. *F-19*, however, calls on your skills as a navigator as well as a pilot to guide the aircraft undetected into enemy territory. This is done in a number of ways. A bar graph shows how visible your plane is to enemy radar and when it passes a certain level it can be seen. To keep it hidden you have to keep the jets running below a certain temperature, the plane flying well below 1000 feet and the bomb doors closed until you really need to open them.

Like most Microprose simulations, the game is divided into a number sections. The easiest is the American training missions, where friendly planes mock-dogfight with you and launch dummy missiles. From there the game moves to the Mediterranean and covert strikes against terrorist bases in Libya, and then onto the Gulf and central Europe during World War Three.

An excellent flight sim for experienced pilots and beginners alike.



Fly the most advanced plane in the world – the F19.

Up, up and Away

PRO-FLIGHT, Hi-Soft £19.95

Realism is the name of the game in this Tornado sim from Hi-Soft. They claim that it has been tested by actual Tornado pilots, who gave the game the thumbs up.

Whether that's true or not, this is one hell of a sim. There's a staggering amount of controls and instruments which take a fair amount of time to get used to. Once airborne it takes an effort just to fly in a straight line, let alone pull any kind of stunt flying.

This is one of the toughest flight-sims you can get, although it's a little short on action. Even veteran pilots will find a challenge in this.

F-15 STRIKE EAGLE 2, Microprose, £30.99

Programmed by the team behind *F-19*, *Strike Eagle* features less strategy but far more action.

The game has plenty of features to make it accessible to beginners, including automatic landings and a no-crash option. Because it was written in '91, it became the first flight-sim to take advantage of the scenario material thrown up by the Gulf war.

There's plenty to do and it's really fast, but even so it's a little too easy at times.

GUNSHIP, Microprose, £25.99

The original PC and C64 versions of *Gunship* are now about four years old, and the slightly newer Amiga version does reflect this age.

It has all the characteristic trimmings of a Microprose sim, such as dozens of missions set around the world and excellent attention to detail. This is a very different game from Thunderhawk, for starters you spend a lot more time popping up from behind hills then disappearing before the shooting starts, it's also a lot more realistic. Unfortunately, it lacks the action of Core's simulation, which has the definite edge over this game. Watch out for a review of the updated *Gunship 2000* in an upcoming issue of CU Amiga.

THEIR FINEST HOUR, US Gold £25.99

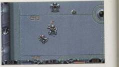
What separates this game from most flight sims is that the graphics are sprite rather than vector based, which gives it a nice look, but makes the game considerably slower than many of its rivals.

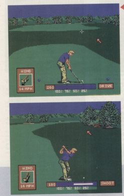
Naturally, you're stuck in an RAF aircraft of your choice, be it fighter or bomber, and instructed to fly to the battle zone to drop bombs on or shoot down various bits of Nazi equipment.

Touches like the smoke which billows out of crippled bombers and the way you get to attack formations of enemy planes make this game fun to play, although it lacks the extra features and speed to make it a full-blown classic.

SPORTING GAMES

A sporting life can be one of fame and fortune but, for the rest of the population, all that we're capable of doing is injuring ourselves and watching Grandstand on TV. Of course, you could always participate with your Amiga. Heck, you don't have to embarrass yourself and the worst injury you can suffer is joystick wrist or fire-button finger. So, here are a few of the safe alternatives to real-life sporting encounters.





Get in the swing of things with one of the best golf sims available, the superlative *PGA Tour Golf* which now comes in an especially enhanced version with ext ra courses.

PGA TOUR GOLF

Electronic Arts £25.99

PGA Tour Golf lets you take to the fairways of the world where only pros and company execs can afford to tread.

This is really the complete golf game. It has all the hazards of real life, including unpredictable wind and birds which chirp to put you off mid-stroke. To take a shot you first select a club, then the direction you want to strike the ball in. Holding down the fire button powers up a gauge which determines how hard your golfer will swing. Let go at the right point, then hit the fire button again when the gauge returns to zero. Doing so too soon slices the ball, and too late creates a very nasty hook shot. It's this ease of control which helps make the game so attractive. Naturally the courses come with hazards such as bunkers and lakes, and the normal penalties apply, along with all the usual rules such as re-takes and drop shots. Unfortunately, there's no cheating with the Amiga marking your score card.

On top of the excellent gameplay are the superb graphics. Although not much can be done with a predominantly green landscape, the golfer is superbly animated which gives a very nice overall effect. Rather than just have you going around various holes swiping at the ground, you can compete against a friend or a posse of computer golfers in a tournament over 18 or 72 holes. Without a doubt the best golf game outside of St Andrews.

SPEEDBALL 2

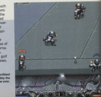
Renegade £25.99

This game holds many titles in its field such as best sports game, most violent sports game and the game we'd most like to see in real life.

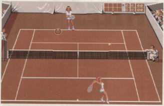
Speedball is a brutal future sport where the object is to score goals. There are no rules. The ball can be carried, any kind of violence is acceptable including kicks, punches and body checks and performance-enhancing gadgets are perfectly legal. The players are encased in armour, not just to protect themselves, but to allow them to hit harder. The controls are very simple, you move the player nearest the ball and if he's holding it pressing the button will make him pass while a quick tap is a shot.

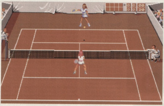
Icons appear on the pitch at random intervals, and when collected can cause the other team to be paralysed for several seconds, or simultaneously fall over. There are also several extras on the walls at the side of the arena. Hurl the ball into a score multiplier and any subsequent goals will be worth 50% more, while hitting a power-pod electrically charges the ball so it stuns any opponents it hits.

The game can either be played as a knockout tournament or a league. The latter requires you to put your management cap on as you choose your team, buy new players and decide what equipment you want to spend your winnings onApart from its fantastic playability, *Speedball 2* also boasts great graphics and fantastic sound effects and music. This isn't just the best Amiga sport game, it's one of the best Amiga games.



The completely brilliant *Speedball 2* – possibly the greatest Amiga game ever.





And They're On The Final Bend...

CYBERBALL
Respray £9.99

Ever wanted to know what American football will look like in 100 years time? Well, you actually get to play it in *Cyberball*.

Gone are the human players and in come the robots. A team is made up from several different kinds, each with different roles such as blocking or running. To spice the game up a bit the ball now explodes if it doesn't reach an endzone within a set time. This can be turned to your advantage by throwing for an interception just as it's about to go bang.

Although *Cyberball* is a little rough around the edges, it's playable all the same. If it's American football you're after, though, look elsewhere.

LINKS
US Gold £35.99

This golf game stunned PC owners when it was first released, although it failed to have the same impact on the Amiga.

It's problem lies in its speed, it just isn't fast enough. The graphics are all in HAM mode and look fantastic, and it's this which slows it up. Apart from that, though, *Links* has a very simple, yet comprehensive control system and plenty of features.

If you've had enough of *PGA Tour Golf*, give this a look, but if you're after your first golf game this isn't the place to start.

▲

PRO TENNIS TOUR 2 UBI Soft £25.99

The only time normal, unsporting types take to tennis courts is during the two wet weeks each year when the country is gripped with Wimbledon fever. But after you retire with tennis elbow or a twisted knee, what's next? You could always dig out your Amiga and try your hand at an altogether safer version of the sport. *Pro Tennis Tour 2* takes you to some of the world's top tournaments where you can try your hand at beating some of the top players. All court preferences are catered for, with grass, clay and hardcourts selectable at the start of a match.

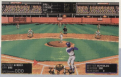
Playing a shot is dead simple. Provided you steer your player into the right position, pressing fire starts the bat swinging then moving the joystick determines what type of shot is played. All the strokes you'd expect to see at Wimbledon are included (except the flashy one where they hit the ball between their legs) such as lobs, crosses and smashes. Like the real thing, timing is essential to simply return a shot or catch your opponent wrong footed or on the wrong side of the court. You can also play from the baseline or up against the net, where the shots change to those appropriate to the position.

Very fast and very easy to get into, all it's missing are digitised grunts and umpire abuse. A lot cheaper, and easier, than queuing for 20 hours to get a seat on the centre court.

RBI 2 Domark £29.99

While the American baseball world series only consists of Canada and the States, us Brits can now take a crack at entering the hall of fame in this superb game from Domark.

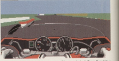
RBI actually stands for Runs Batted In, and that's the aim of the game. A baseball match is divided into nine innings, which are split into two halves. The first has your team up and batting, and all you've got to do is to slug the ball out of the park, or bunt which is where you just tap the ball to try and catch the fielders off-guard. When there's a runner on a base you get to determine when, if at all, he should try and steal the next one. Other than that this is plain sailing. The usual rules apply, so swinging and missing three times means you're out, as does being caught. It's also nice to note that the computer pitchers do make mistakes, and four bad pitches leads to a walk, where everyone gets to move one base along without the fuss of a ball being hit.



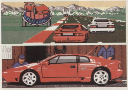
When three batsmen are out play swaps and it's your turn to pitch. What makes this game so good is that the programmers have done away with most of the jargon and opted for straightforward fun. The graphics are large and nicely animated and the game plays exceptionally well.

BUDGET TITLES

Ever since Mastertronic announced that they were going to release good quality games at an affordable price, the budget software market has never stopped expanding. Most of the stuff you can get now is re-released classics of a year ago, so if you're looking for a cheap way to boost your software collection, this is the place to look. Here's a quick run down of some of the best available.



Often overlooked, *Team Suzuki* is a very fast and enjoyable bike sim.



LOTUS ESPRIT TURBO CHALLENGE

GBH £9.99

The original all action racing game. Well, it isn't really, but it's still great fun, even with two other Lotus games available. Forget millions of courses and all kinds of weather conditions. This is just straightforward racing while competing in a league table with 19 other drivers. It's fast and very playable, although there are one or two playing glitches, such as the fact that your car stops dead if it hits something else. Other than that, you'd be a fool to miss out, especially at this price!

PRINCE OF PERSIA

Respray £9.99

The ultimate graphic adventure, and now available for under a tenner! There can't be many games that have this standard of animation. The guys at Broderbund really went over the top to bring you the adventures of a man rescuing a trapped princess, the animation has to be seen to be believed. As far as we're concerned, it's worth spending the money just to see the main character do a running jump. Classic stuff.

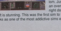
TEAM SUZUKI GBH £9.99

Gremlin's state of the art bike racing game, and the only one to realistically portray biking – turning off the view of the handlebars makes it frighteningly realistic! By having as few roadside objects as possible, the game is fast and very smooth, with none of the wild lurching of, say, Psygnosis' *Red Zone*. There's only a dozen tracks and three engine sizes to play with, and after a while it all gets a bit samey. A lot of fun to play, though, but a shame it doesn't have a link option.

PANG Action 16 £7.99

A classic old arcade game, reworked by Ocean France to huge acclaim. A simple idea, involving shooting balloons before they bounce on you (sort of a ground based *Asteroids*), the Amiga conversion needs lightning reflexes to play, so it's just as well that the controls are as good as they are. Slightly better than Demonware's *Oops Up*, and every bit as good as the arcade version.

F/A-18 INTERCEPTOR Electronic Arts £10.99



It was a stunning flight/combat simulation when it appeared in the early days, and it's still one now. Although quite basic in approach to some of the later simulations, there's still nothing like it for speed or realism. Just watching the map zoom in from an overall view of the west coast of the US, right down to a full screen view of your aircraft is stunning. This was the first sim to feature external views, and still ranks as one of the most addictive sims ever seen. Cheap at twice the price.

SEUCK GBH £9.99

Not quite as efficient as the C64 product is was converted from, the *Shoot 'Em Up Construction Kit* is still a handy little package to have. From scratch, you can build an entire stand-alone scrolling shoot 'em up with as many bells and whistles as you require. All is done from a simple set of menus, laid out in a logical and straightforward way (design sprites, design backdrop, define player limitations, define levels and then add all the attack waves). Three games are included, and they show off quite realistically what the pack can do. You'll never create another *SWIV* with it, but you'll definitely be able to knock out something to impress your friends.

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